

**Appl. No.** : 09/750,742  
**Filed** : December 28, 2002

### REMARKS

This is in response to the Office Action mailed May 6, 2005. In response thereto Applicants have filed this Response to Office Action along with a Request for Continued Examination.

By this Response, Applicants have amended Claims 47, 53 and 56, have canceled Claim 49, and have added new Claims 57-60.

By the Office Action, the Examiner indicated the rejection of Claims 47 and 49-51 under 35 U.S.C. § 102(b) as anticipated by Luciano, Jr. et al. (USPN 6,050,895), and the rejection of Claim 48 under 35 U.S.C. § 103 as being unpatentable over Luciano in view of Takemoto (USPN 5,807,177), Claim 52 as being unpatentable over Luciano in view of Lucero (USPN 5,457,306), Claims 53, 55 and 56 as being unpatentable over Luciano in view of Walker (USPN 6,113,495), and Claim 54 as being unpatentable over Luciano in view of Walker in further view of Takemoto.

#### Independent Claim 47

With respect to independent Claim 47, the Examiner cites Luciano, Jr. et al. as disclosing a game station having first and second electronically controlled video displays. As indicated previously, an advantage of the present invention is that the game station is configured to present two independent games to a player at the same time. For example, a player might play video bingo or video poker while at the same time playing one or more games of video slots. In this configuration, a player can be entertained by

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playing two entirely different games, and a casino can realize profits associated with a player's placing wagers to play both of those games.

Luciano, Jr. et al. is a variant of gaming machines which include more than one display, but the displays are for displaying portions of the same game. For example, many games offer a "bonus" mode where, depending upon the outcome of a base game, a bonus event may be presented. Luciano discloses such a configuration where a game has two portions: a skill portion and a traditional game portion. Luciano discloses presenting a skill (coordination/dexterity) game to a player and, for particular outcomes, permitting the player to then play a traditional game. See col. 5, lines 63-66. Because the two games are tied together, a single game outcome determination device (reference number 708, illustrated in Figure 7) both determines the outcome of the traditional game (video poker in the example recited) and the skill game (golf game in the example recited). See col. 4, lines 62-67. Thus, Luciano simply discloses displaying different portions of the same game via one or more displays (the fact the portions of the game are actually inter-dependent and played at different times is further evidenced by Luciano's indication that the portions of the game can be presented on the same display; see col. 4, lines 47-50).

Claim 47 specifically recites a game station having two different controllers associated with two separate displays. In response to first and second wagers, the player is permitted to concurrently play independent first and second wagering games. Applicants note the significant differences between the configuration claimed in Claim 47 and that disclosed in Luciano, Jr., as detailed above.

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**Independent Claim 53**

The Examiner rejected Claim 53 asserting that Luciano teaches the invention substantially as claimed except for a non-game video feed. The Examiner cited Walker as teaching the step of displaying non-game video feed.

Independent Claim 53 is believed allowable for similar reasons to Claim 47, in that neither Luciano or Walker teach the basic configuration of a game station configured to concurrently present two different games. In addition, Applicants assert that the prior art does not teach or suggest a game station which is configured to accept value and to permit the player to allocate that value as wagers for play of two different games.

**Independent Claim 57**

Applicants assert that new independent Claim 57 is allowable over the prior art for similar reasons to Claims 47 and 53, and in addition because the prior art does not teach or suggest the game station as claimed having a symmetric configuration relative to player stations at each side thereof (Applicants note that, relative to the Examiner's indication that it is well known to place gaming machines back to back, that those are separate machines and, moreover, those machines are then asymmetric to one another - as noted previously, the symmetric configuration contributes to the space-saving and player-friendly design), and player stations including the configuration of displays and a player surface, as well as a height-limited console.

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Dependent Claims 48, 50-52, 54-56 and 58-60

Claims 48, 50-52, 54-56 and 58-60 are believed allowable for the reason that they depend from an allowable independent claim. These claims are, however, also believed independently allowable, for similar reasons to Claims 47, 53 and 57, and because of other limitations, such as the height limitation claimed in Claim 60 (note that Takemoto discloses a high walled game configuration).

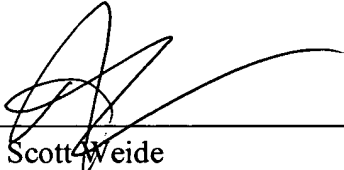
Summary

Applicants assert that Claims 47-48 and 50-60 are in a condition for allowance and respectfully requests a notice as to the same. If any matters remain outstanding, the Examiner is invited to contact the undersigned by telephone.

Respectfully submitted,

Dated: November 3, 2005

By: \_\_\_\_\_

  
R. Scott Weide  
Attorney of Record  
Registration No. 37,755  
Weide & Miller, Ltd.  
7251 W. Lake Mead Blvd., Suite 530  
Las Vegas, NV 89128  
(702)-382-4804 (Pacific time)